



Viz Multiplay Release Notes

Version 3.4





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Antivirus Considerations

Vizrt advises customers to use an AV solution that allows for custom exclusions and granular performance tuning to prevent unnecessary interference with our products. If interference is encountered:

- **Real-Time Scanning:** Keep it enabled, but exclude any performance-sensitive operations involving Vizrt-specific folders, files, and processes. For example:
 - C:\Program Files\[Product Name]
 - C:\ProgramData\[Product Name]
 - Any custom directory where [Product Name] stores data, and any specific process related to [Product Name].
- **Risk Acknowledgment:** Excluding certain folders/processes may improve performance, but also create an attack vector.
- **Scan Scheduling:** Run full system scans during off-peak hours.
- **False Positives:** If behavior-based detection flags a false positive, mark that executable as a trusted application.

Technical Support

For technical support and the latest news of upgrades, documentation, and related products, visit the Vizrt web site at www.vizrt.com.

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1 Viz Multiplay 3.4.0

Release Date: 2026-10-15

These are the release notes for Viz Multiplay 3.4.0. This document describes the changes that have been made since version 3.3.0.

1.1 Previous Versions

In accordance with the [Vizrt Global Support Handbook](#) section *Software Lifecycle*, support for older versions ends 24 months after a subsequent minor or major version is released.

At the date of this release, Viz Multiplay 3.1.x is no longer supported. Support for Viz Multiplay 3.2.x ends on 2026-12-02.

2 Documentation

Documentation for Viz Multiplay is available at the Vizrt Documentation Center:

- [Viz Multiplay User Guide](#)

3 Support

Support is available at the [Vizrt Support Portal](#).

3.1 Release Highlights

Viz Multiplay 3.4 introduces **Content Transitions** for Superchannel video walls. Operators can select a content transition per channel directly in the channel group header, and the selection is applied when content is armed or taken, including filled presets. This brings Multiplay in line with the transition support introduced in Media Sequencer 5.9 and Viz Engine 5.5.

Video walls can now be created with a **Feature set** matching the Viz Engine version in use. Selecting **Viz Engine 5.5+** enables the preset plug-in capabilities required by Viz Mosart Adaptive Live Producer and by content transitions.

Viz Multiplay now fully supports **Pilot Edge video wall presets**, using the playable cache feature of the Media Sequencer.

3.2 New Features

- Content transitions on Superchannel video walls, selectable per channel in the channel group header. Enabled with the "Show transition controls" setting (VMP-3270).
 - Full support for video wall presets created in Viz Pilot Edge (VMP-3244).
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3.3 Improvements

- Inboxes have a new "As in show" sort order, matching the order in Viz Trio. Clearing a search term restores the original order, and elements can be reordered by drag and drop again (VMP-3177).
 - New "Auto crop images" setting in Settings > General. When enabled, images added to a channel are cropped to fill the channel's aspect ratio (VMP-3250).
 - Active Viz One filter presets are now indicated, and the applied search terms are shown (VMP-2803).
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3.4 Fixed Issues

- Fixed issue that caused Program thumbnails to disappear after changing workspaces until the page was reloaded (VMP-3271).
- Fixed issue where Viz One search filters referring to terms not present in the connected Viz One were applied but could not be seen or cleared (VMP-2824).
- Fixed issue that prevented adding an existing scene to a video wall when no show was open (VMP-3256).
- Fixed issue where Armed and Program thumbnails differed when a channel had a custom aspect ratio (VMP-3201).
- Fixed error when right-clicking a video wall element dragged from Pilot Templates (VMP-3249).
- Fixed issue where the Program column stopped updating after a profile state reload (VMP-3270).

3.5 Known Issues

- If you arm or take a scene with a script and the script crashes, all Superchannels may cease to function. To recover from this state, perform a clean-up (VMP-2524).
- In Superchannel non-AB configurations, having a filled preset armed in Shortcut and some conflicting content on Channel can result in unpredictable behavior when using Take All (VMP-3109).
- Using fullscreen elements on Video Wall main channels and on various layers may result in an incorrect preview on the Preview Wall (VMP-3185).
- To Initialize a Show in a Superchannel AB configuration, a preset scene has to be taken on air first (MSE-8976).
- Content transitions are not applied for "Take selected" and for arm/take from the Shortcut row. These actions play out without a transition (VMP-3274).

3.6 Compatibility

- Viz Multiplay 3.4 requires Media Sequencer 5.9.0 and Viz Engine 5.5.0 for full functionality.
- For HAP clip support, Media Service 2.3.4 is required.
- "Dynamic" video walls are still available in Viz Multiplay 3.4, but are considered as legacy and will be removed in the future.

3.7 Recommended System Requirements

3.7.1 Tested Software Versions

- Viz Engine / Viz Artist 5.5.3
- Media Sequencer 5.9.0
- Preview Server 4.7.0
- Viz One 7.5.4
- Pilot Data Server 9.3.0
- Graphic Hub 3.9.3
- Graphic Hub REST Server 2.9.3
- Graphic Hub ImEx Agent 2.2.0
- Avid iNEWS 8.2.0

3.7.2 Browser

Although Viz Multiplay is a web application that runs on all major platforms in most common browsers, Google Chrome is recommended.

3.7.3 Hardware

Viz Multiplay is installed as a web application accessible from a URL on a computer running Media Sequencer. Please see the [Media Sequencer](#) Release Notes for system requirements.

3.7.4 Performance Notes

Performance of a video wall comes down to a number of factors and the system should be tested in real life. Please see the **Video Wall Configuration** section in the [Viz Engine Administrator Guide](#).

In order to maximize performance, it is important to follow the guidelines below when using Viz Multiplay:

1. Avoid using clips that have a higher resolution than required. We recommend clips in HD resolution (up to 1920 x 1080 or less). In most cases, there is no need for a higher resolution even if the screen resolution is higher than HD.
2. Use a codec that does not put an unnecessary strain on the system.
Vizrt recommends using *DVCPRO* or *MPEG I-frame* codecs when optimal clip performance and resource utilization is required. Try to avoid using codecs that strain the system, as this can dramatically reduce the amount of clips that can be played simultaneously and may cause performance issues. If you have a codec that is new or you are unsure whether it is suitable, please contact Vizrt support.
3. The system should *always* be tested with the maximum amount of load (max. number of clips, live feeds, real scenes, transitions).
4. Make sure to prepare (initialize) content before playout.
5. Use Image Staging with the ImEx Agent to make sure images are staged on Graphic Hub before playout.
6. Make sure the clip scanning type (interlaced/progressive) matches the configured clip channels.
7. Only enable necessary media assets in the Viz Engine scene. Unused media assets can have an impact on performance.